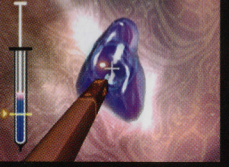


ENDOSCOPY

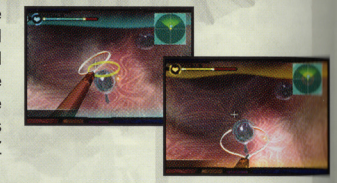
Endoscopic surgery requires you to guide a probe equipped with a suite of tools through the human body. It needs a very delicate touch and the ability to recognize the best tool for the job.

Stabilizer

Move close to the inner wall and hold the Z Button to inject stabilizer into the patient. If you aren't close enough to the wall, an icon will appear.

Snare

A yellow ring appears as you hold the Z Button; match the snare's angle and position with the ring. Use the Control Stick to adjust the position, and twist the Nunchuk clockwise/counterclockwise to adjust the angle. Once the snare is looped around the target, release the Z Button.

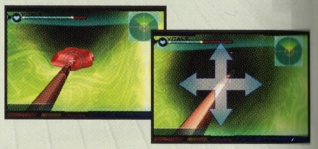


Hemostatic Forceps

Hold the Z Button to cauterize the hemorrhaging area. Cauterizing for too long will cause damage.

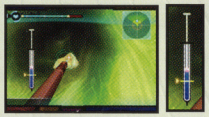
Drain

Hold the Z Button. You can use the Control Stick to make small adjustments to the position of the drain.



Syringe

Hold the Z Button to inject. Release the button when the meter reaches the yellow line; injecting an excessive amount of medication will cause damage.



Until this yellow line

Spray

Hold the Z Button. If you are too far from the target, or if the target is not at the center of the screen, the spray will have no effect.

Scalpel

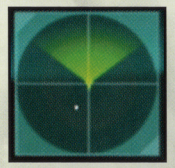
While holding the Z Button, use the Control Stick to move the scalpel and make an incision.

Forceps

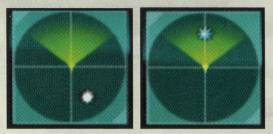
Hold the Z Button to grasp the target, then release the button to automatically retrieve it.

Radar

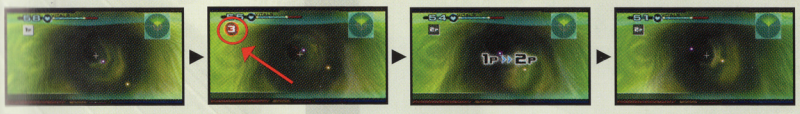
The radar on the top right corner of the screen can be used to locate nearby affected areas. The center of the radar is your current position, and the affected areas are displayed as dots. The yellow area is your cone of vision.



A white dot means you are not directly facing that affected area. First, tilt the Control Stick up/down until the white dot becomes large. Then tilt the Control Stick left/right and move the dot in your cone of vision. When the large white dot turns blue, the affected area will be in front of you. Some affected areas require you to spray the location before it becomes visible and can be treated.



When playing cooperatively, the players take turns treating the patient. When a certain amount of time elapses, the other player takes over (the player not maneuvering the endoscope will be controlling the light). The icon below the vitals indicates the player maneuvering the endoscope. The icon turns into a countdown when the switch is about to occur. You can choose which player goes first in the Play Mode screen.



Player 1 is in control

The countdown timer appears

Once the timer reaches 0, the players will switch

Player 2 is in control